

KADATH 13
9 Oct 71

This is KADATH...how nice.... KADATH is the home of postal Diplomacy game 1970BL (the BListered game), which is played by a bunch of people who ought to have better sense, published by someone equally dense, and reviewed by people who, if nothing else, had the sense not to play...and subscribed to by people who--well, let the act speak for itself. Subscriptions are 10/\$1. Back issues are 5¢ each in lots of 2 or more. This is Pandemonium Publication #397, edited and published by Rod Walker, 5058 Hawley Blvd., San Diego CA 92116; telephone, 9714) 282-1921; member, NFFFGBB, NFFFGBDD, IFW, IFWDS, and the DA.

PUBLIC ANNOUNCEMENT. Owing to a clear vote of "no confidence" given by the DA's membership against Chairman Beshara, I no longer recognize that moral vacuum as head of the D.A. I will recognize the new leadership when it is chosen by the membership. You may join the D.A. by sending \$1 to the current interim leadership: Larry Peery, 816 24th St., San Diego CA 92102, or Walt Buchanan, R.R. #3, Lebanon IN 46052.

1970BL -- TURKEY, RUSSIA, ITALY: WHAT'S THE FATAL FASCINATION OF TRIESTE???

Fall 1905:

ENGLAND (Cochran): F Nth S F Nry, F Hwy S GERMAN F Den-Swe, A Lon-Yor, F Mid-Wes S by F Spa(sc), A Hol-Ruh, F Hal-Den. Owns: Edi, Lpl, Lon, Hwy, Bel, Hol, Spa (7). No change.

FRANCE (Peery): A Gas S ENGLISH F Spa(sc), A Mar S ENGLISH F Spa(sc) /a/, A Mun S GERMAN A Ber, A Bur S A Mun. Owns: Bre, Mar, Par, For, Mun (4). Build F Bre (1/a).

GERMANY (Phillips): [Summer 1905: A Mun (R)-Ber.] A Ber S FRENCH A Mun, A Kie S A Ber, F Den-Swe. Owns: Ber, Kie, Min, Den (3). No change (1 not built, 1904).

ITALY (Lakofka): F Lyo-Mar S by A Pie, A Ven-Iri. Owns: Nap, Rom, Ven, Min (4). Build F Rom.

RUSSIA (Welsh): A Scr-Nev S by F Bar & F Swe, A Boh-Mun S by A Sil, A Vie-Tri, A Bud-Iri, A Pru-Ber. Owns: Mos, StP, Sov, War, Swe, Vie, Bud, Zzz (7). Remove A Boh.

TURKEY (Naus): F Tun-Wes, F Wes-Mid S by F Naf, F Bla-Bul(sc), A Alb-Tri S by A Ser, F Arn-Bla, A Gre S A Ser. Owns: Ank, Con, Smy, Bul, Ser, Gre, Rum, Tun, Iri (9). Build A Ank.

ANALYSES

[Note: The following analyses by Rick Brooks and Brenton Verfloeg were written without knowledge of the Winter 1905 adjustments, which are, however, published above.]

Rick Brooks

A main fascination of Diplomacy is the speed with which the aspect of the game can change. I do object to having to eat my words on the next move, though. England, France, and Germany, after a confused start, appear to have come to their senses while Turkey, Italy, and Russia appear to have lost theirs.

Trieste is fascinating to a great degree. It looks like Russia decided to block the area without notifying Italy while Italy tried to sneak in and Turkey actually did. Sad lack of communication. If I were Russia, I'd be a trifle upset. However, in a game at Tri-State College, Bob Lindsay (Russia) took one of Lee Henderson's (Turkey) centers. I (France) and Chuck Miller (Germany) assumed that Lee was on our side, especially from his remarka. Next move, Lee gutted Germany. It must be noted that Germany was

in a vise and finished if they stayed allied, anyway. I doubt that Russia and Turkey are that close in this game.

It may not mean much, but Turkey's Spring moves that I criticized put him in a good position to take Trieste. Of course, I'm egoistic enough to wonder if my reviews helped Turkey decide to brandish the knife.

Turkey's position is questionable. In the short run, he will be able to gut Russia. In the long run, the loss of Russian pressure in the north will allow the FEG alliance to put more force in the south. Russia might even go over to them (FREG?). But there is the matter of momentum. Turkey and Italy are in good shape in the south. Russia will need time he cannot afford to turn about. I still see Italy playing a deciding part as he can help either Turkey or Russia (or FEGI?).

For once, I can fault Italy's moves, though. Up until now, he hasn't had much room for maneuver so that he couldn't louse up much. Trieste is related to Marseilles. The best move against Marseilles would have been A Pie-Mar S by F Lyo, followed by A Ven-Pie. Italy would have left it to one of the Turkish armies or both (Turkey inform Russia that a two on two stand-off was intended) to block Trieste. If Turkey helped Russia against him, he was done anyway.

By moving F Lyc-Mar, Italy has also lost the future potential an army would have had to cause trouble inland when France got in a bind. The moves of A Pie-Mar and A Ven-Pie would have meant that A Mar could not have been dislodged. The opening of a gap in the Italian/Turkish line is immaterial. I hate to mention moves that might influence the game overtly (if I haven't some already, I'm surprised muchly), but England couldn't be damn fool enough to try to move F Spa(sc)-Lyo. It would open his flank like a 6-lane highway and A Ven-Tus, (Turkish) F Tun-Tyr would close the gap.

England did poorly with his builds. A fleet in London or Liverpool could have moved to the English Channel or Irish Sea and been available to support F Mid, leaving F Spa(sc) available for other supports. The move F Mid-Wes S by F Spa(sc) assured that Spain could not be taken (with [French] A Gas S F Spa(sc)). However, the move of [Turkish] F Wes-Mid S by F NAF, F Tun-Wes, would have worked if Italy had moved F Lyo-Spa(sc). While Italy may have felt that he needed the build, possession of the Mid-Atlantic could have benefitted the Italian/Turkish alliance immensely. England would have been forced to fall back to try to defend his centers and Italy would have had his build by 1906.

Another flaw with Italy taking Marseilles with F Lyo is that he most hold or lose Marseilles. I could go on, but I'm in 7 games with Len.

Now that we have decided that Turkey doublecrossed Russia, there remain some embarrassing questions. Why the fleet moves around the Black Sea? Why leave Rumania alone? Why not move A Gre-Alb instead of a support so obviously useless that even our esteemed editor ~~caught~~/^{if} commented on it?* If I had had doublecrossed Russia, I'd have tried to hurt him as much as possible in the process. Anything less is asking for trouble. If taking Trieste was part of a doublecross, I'd expect F Arm-Sev and F Bla-Rum. Taking Sevastopol would mean a Turkish build more as well as a Russian removal more. Attempting to move to Rumania would prevent Russia from doublecrossing and taking it. (By personal experience, I find that you worry a lot more about being doublecrossed when you are getting ready to deal out one yourself.) [*In the moves the players & evaluators got, I wrote after the Turkish support order, "against what???" ...Ed.]

Assume that Turkey thought that he was trading Rumania for Trieste, while Russia thought that no one was blocking Trieste, so that he had better

stand off two units there to make sure. At the same time, Italy understood that he was to stand off Russia or Turkey over Trieste. Or Turkey may have understood two-unit stand-off while both Italy and Russia understood one and Russia moved an extra one in because he wanted to be sure that Italy and Turkey didn't do an Alphonse-and-Gaston act. Wild assumptions, but no assumption (shut up, Rod) really seems to cover the facts. [Brent, you can leave me out of your "ass/u/me".]

I merely observe that a lot of unusual incidents, starting with the von Metzke kamikaze attack, have taken place near Italy. Obviously Len is playing this game just to confuse your reviewer. I notice the same thing in Andy Phillips, who is supposed to be down to a unit by now. You ask what they would do a thing like that for? They are Diplomacy players, aren't they? (Blank space for editor here.) [Blank stare from editor here.] And you know what I always say about Diplomacy players, don't you? (See Wisdom of Richard A Brooks, under the Ds).

This game is getting to be a mess. Turkey really has no business, even if it was his intention to trade for Trieste, to drive up between Italy and Russia. He should have been satisfied with taking the Atlantic flank while Italy moved up through France.

It is my confident prediction that the apparent breakdown of the RIT alliance will cause the FEG alliance to weaken. The end result will be a 6-cornered dog fight that Conrad von Metzke will kick himself around the block for missing. Remember that you saw it here first.

Brenton VerPloeg

When I last wrote for this magazine in my inimitable bad style, I made the grand prediction that England would carry the day. Alas and aleck, England has hardly been sterling in his performance from then until now. If, by some errant miracle, he does win, I can always say, "I told you so." On the other hand, if he gets lunched, as now seems apparent, I can say that I took it back in this commentary.

Because that's what I am doing. I concur in Rick's commentary of last season that Russia and Turkey are unlikely to split up, though the time approaches when Turkey has the option, while Russia does not. The Russia position, however, seems far from ideal to me. As I see it, Russia has NO freedom of action insofar as a victory goes, and will not until he diplomatically or militarily does something about his southern front. At the moment, Welsh is merely a large-scale puppet of Naus. If that's an alliance, the border would be neutral, not a Russian danger zone. True, they are more likely to stick together than pull apart, because of the rather non-fluid quality of alliances in postal games. If England and France work together for a length of time, they are quite likely to continue doing so, and will combine against Turkey after Russia buys it. So, in effect, Turkey does need Russia, but until something changes, I think that it's precipitate to discuss the possibilities of a Russian win.

Italy may have some power balance effect, given, particularly, the build for 1905. But the balance of power may fade swiftly in light of what Turkey can do to Italy. No, let's still call Italy a puppet. Naturally, this might change. A Russian-Italian alliance can oust Turkey from Trieste, but I really think that Naus' Turkey is a match for the both of them if they try anything snazzy. Meanwhile, of course, there are three other countries that would be busy all this time. Besides, the Italian position is an inherently unstable one. Maybe Lakofka wants to build up his strength slowly and play off the two big neighbors after the western countries are

depleted, as Rick suggests, but I think it's nonsense. Naus would never allow it, unless he lost his mind. Italy could cut off the Turkish forces, and an Italy larger than four would have that potential. It's a pipe dream, I think. If Lakofka switched sides now, right now, there might be a chance for the rest to stop Russia and Turkey, which might well mean Turkey.

Russia, I suppose, would relish that possibility. If the East could succeed then, he might be able to get enough builds to load up his southern frontiers to stop Turkey from an advance. Who knows? But Italy's defection, which is extremely unlikely, is all that could effect this outcome. Unlikely because he could probably stop Russia-Turkey from winning westward --at the cost of his own elimination. Worth it? Well, maybe if you're a fanatic. But I doubt if it's worth it to anyone I know, and 10 to 1 Lakofka doesn't try it.

Next time, and I will try to continue writing, it's back to my original intent--analysis of the individual countries at this juncture of the game. Or I may discuss tactics. It's hardly my field of expertise (a ten-year-old blind deaf-mute with severe mental incapacities being a better tactician than am I), but even I see some glaring problems with the tactical set-up of some of these powers, most specifically England. Meanwhile, sports fans, Phillips fights for life and the preservation of the Phillips concept of victory, for no-one else would even consider it. By the way, Andy, what happened to you that Sunday as I patiently waited for hours?

THE LEGEND OF SLEEPY SWALLOW (Part VI) ... Len Lakofka

And so it came to pass, as the days and weeks approached the post-Harvest feasts of mid-autumn, that the love affair of Miss Ara Bash and Ian Lumberman waxed hot with fervent passion. With such furor and ardor did they engage in bawdy display that it was enough "to wake the dead", as Lady Wilma (Boobs) Cannon was quick to relate. In fact, it did wake the dead!

For on the early eve of the dregs of October, the crypt of the long-unattended, and almost forgotten, Miss Laurie Peeriegrad opened. From the hideous depths the sarcophagus belched forth its unwanted contents, as glad to be rid of the stinking thing as the latter was to leave its subterranean haunt; for Miss Peeriegrad never knew in life a proper toilet, and reeked to high heaven--and that was as close to that place as she was likely to get. She came to avenge her lover--or was it to kick him from here to Vancouver? At any rate, she moved to battle the hefty Miss Ara Bash. For leagues they knew of her coming, as vermin and insects heralded her arrival by stampeding before her.

Then they met! It was a fair match. Miss Ara Bash nearly collapsed from the odor and Miss Peeriegrad was nearly scared to death by the sight of the 300-lb. Miss Bash in her tight leather hot pants, bulging brassier, and bullwhip. The battle of the age was coming!

Next issue: Part VII. Roddy Wacker Meets Ian Lumberman.

Well, that does seem to be another fun-filled issue.